IF YOU THINK SPINNAKER GAMES ARE JUST A LOT OF FUN,

YOU'VE GOT A LOT TO LEARN.

A message to parents.

As a parent, you're probably very concerned with how much time your kids spend playing mindless video games.

And with good reason. Because most video games provide little or no educational value. And the games that do have educational value are usually so boring your kids won't use them.

Spinnaker games are different.

Sure, our games are fun. But they also provide true educational value. That is, they help to develop a child's learning skills.

So while your kids are having fun, they're learning.

Spinnaker is the leading publisher of learning games for the home. And our growing line of games can be played on the most popular computers: Commodore 64,™ Apple,® Atari,® and IBM.® (Turn to the chart in the back for a complete listing.)

And all our games are so much fun, your kids will forget they're learning.

How we make learning fun.

Educators and game programmers write our software.

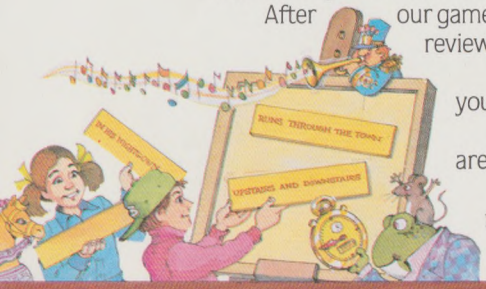
Educators, because they know how children learn and what will hold their interest.

Game programmers, because they know how to have fun with computers and create games with the look, sound and action that make them so entertaining.

After our games are developed, we have them play-tested by the toughest reviewers...kids.

When kids say our games are fun, they're ready for your kids to play and learn from.

With Spinnaker, you can rest easy knowing your children are spending their time wisely.

So look through our brochure. And find out how we make learning fun.

Here's what reviewers are saying about Spinnaker products:

"SNOOPER TROOPS is the game against which other educational games must be judged." —PC Magazine

"DELTA DRAWING is one of the first programs you should buy for a child learning computers." —New York Times

"KINDERCOMP (and many other programs) from Spinnaker are valuable for the specific skills they teach children. ...Even your youngest children get to do fun, purposeful activities on a computer that they control." —COMPUTE

"RHYMES AND RIDDLES...help(s) kids learn the computer keyboard, the letters of the alphabet, and the spelling of different words." —COMPUTE

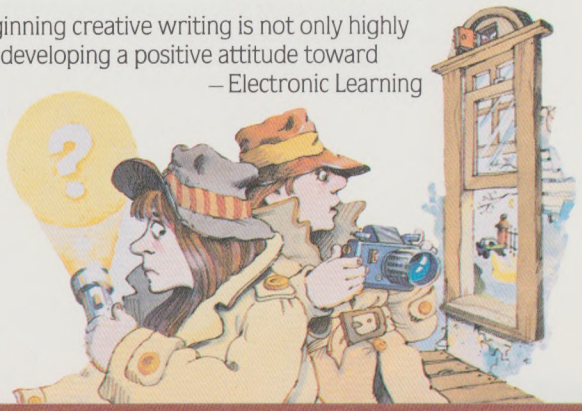
"FACEMAKER is an interesting and highly motivational introduction to the computer for young children. The approach is clever and the graphics outstanding." —Creative Computing

"...(STORY MACHINE'S) approach to beginning creative writing is not only highly motivating but also provides a basis for...developing a positive attitude toward writing." —Electronic Learning

Profile on Snooper Troops #2:

Educational Value	5
Design Quality	5
Written Materials	5
Ease of Use	5
Captivation, Fun	5

(Ratings on a scale of 1-5)
—Classroom Computer News



Early Learning ELS Series

KINDERCOMP™

KINDERCOMP is a collection of six fun learning games that encourages young children to start learning on the computer.

And each exercise lets your child have a terrific time in a different way.

With KINDERCOMP, kids can create colorful pictures, or enjoy bright colors and neat sounds as they press different keys to scribble on the screen. They can also make their names come to life with colorful animation.

In addition, KINDERCOMP challenges children to find the letters or numbers on the keyboard that match the ones on the screen. And they can enjoy the spectacular pictures and sounds that reward them when they successfully match shapes or complete number sequences.

It's fun and exciting. And that's why kids love KINDERCOMP.

Educational Value: KINDERCOMP helps children improve their reading readiness and counting skills. It also familiarizes young children with the keyboard. Ages 3-8.

DISKS FOR: Apple, Atari, IBM, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64

ALPHABET ZOO™

It's a race. It's a chase. It's ALPHABET ZOO. And it teaches children the relationship of letters and sounds. And also how to spell while they're having fun.

It's two zany games in one. In both, you pick your players (maybe Tomato Head Fred or Millie Mushroom). And you pick your playing level.

Then off you go racing through the maze, after the letters that fit the picture on the screen.

Be quick though. The letters may move, and time is running out!

And for younger children, ABC Time presents a continuous display of the alphabet accompanied by pictures and music.

Colorful graphics and great sound effects add to the fun, making ALPHABET ZOO so entertaining your kids will be laughing and learning at the same time.

Educational Value: ALPHABET ZOO helps children strengthen their letter recognition skills as they associate letters of the alphabet with the sounds they represent. The game also helps sharpen a child's spelling skills. Ages 3-8.

DISKS FOR: Apple, Atari, IBM, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64

Early Learning ELS Series

KIDS ON KEYS™

KIDS ON KEYS is a great way to introduce kids to the computer keyboard. Because it offers children three exciting games that teach them the location of the letters and numbers while they have fun with the computer.

In one game, letters and numbers start raining down the screen. Quickly, your child has to find the matching keys and strike them – before the images disappear.

In the second game, colorful pictures travel down and before they vanish your child has to type in the correct words.

In the next game, your child must match the correct picture to the word that flashes up – before it fades away.

And if they want, kids can create their own pictures and make them part of the games.

There are four different levels of difficulty, plus special bonus rounds. And in each game, your child will enjoy sound effects and is rewarded with points and colorful graphics.

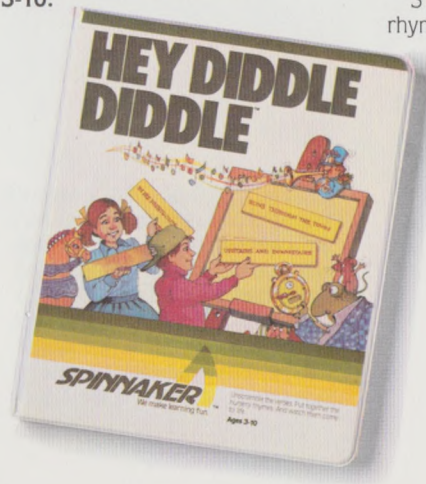
That's why KIDS ON KEYS is fun to play. And so much fun to learn from.

Educational Value: KIDS ON KEYS familiarizes children with the computer keyboard as they learn to identify numbers, letters, and words, and associate them with images they see on the screen. Ages 3-9.

DISKS FOR: Atari, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64

HEY DIDDLE DIDDLE™

Educational Value: HEY DIDDLE DIDDLE makes it fun for children to read, helps them understand how words and rhythms create poetry, and lets children take fragmented thoughts and rearrange them to form coherent verse. Ages 3-10.



HEY DIDDLE DIDDLE is a collection of 30 classic nursery rhymes featuring brilliant color graphics and lively music.

And there are 3 fun ways for kids to play.

For pre-readers, STORYTIME is a continuous display of the 30 rhymes with pictures and music. Here, the child watches and enjoys the colorful rhymes and music.

STORYBOOK lets beginning readers see each rhyme formed in slow motion with words and pictures. Children can read along with the text.

For more advanced readers, RHYME-GAME presents two levels of play. The child can choose to unscramble either the first four lines, or the entire eight-line nursery rhyme. Racing against the clock or another player, the child attempts to re-arrange the lines in correct order.

HEY DIDDLE DIDDLE will provide your child with hours of fun and learning.

DISKS FOR: Apple, Atari, IBM, Commodore 64

Early Learning ELS Series

FACEMAKER™

FACEMAKER is the perfect educational game for young computer users.

Because FACEMAKER is a fun way to learn to use the computer and perform simple tasks.

And FACEMAKER is really three games in one.

The first game presents the child with a blank face and asks the child to complete the face by choosing from sets of eyes, ears, noses, etc.

The second game takes the completed face and lets the child enter simple instructions which make the face smile, wink, frown or wiggle its ears.

The third game asks the child to repeat the sequence of faces shown on the screen, helping to improve the child's memory and concentration.

FACEMAKER features full color graphics and sound.

Have fun creating your own funny faces and seeing them come to life.

Educational Value: FACEMAKER helps children become comfortable with computer fundamentals such as: menus, cursors, the return key, the space bar, simple programs, and graphics. It also helps improve a child's memory and concentration. Ages 4-12.

DISKS FOR: Apple, Atari, IBM, Commodore 64
CARTRIDGES FOR: Atari, Commodore 64

STORY MACHINE™

Educational Value: STORY MACHINE helps children learn to write correctly, provides familiarity with the computer keyboard, and helps develop a positive attitude toward writing. Ages 5-9.

STORY MACHINE is an educational game that helps children learn to write sentences, paragraphs and simple stories.

With STORY MACHINE, your child will experience the excitement of creating stories and seeing them come to life, using a supplied list of words, including nouns, verbs, prepositions and other parts of speech.

For example, your child types the sentence: The boy walks to the tree. The screen will act out the sentence showing the boy walking to the tree, using full color graphics and sound.

And like all Spinnaker products, STORY MACHINE combines learning with fun and excitement.

Have fun writing your own stories, and seeing them come to life.

DISKS FOR: Apple, Atari, IBM
CARTRIDGES FOR: Atari, Commodore 64

Early Learning ELS Series

RHYMES & RIDDLES™

Kids go wild over riddles. They laugh at them, remember them, and tell them to their friends.

And with RHYMES & RIDDLES, your children will enjoy the challenge of three different games.

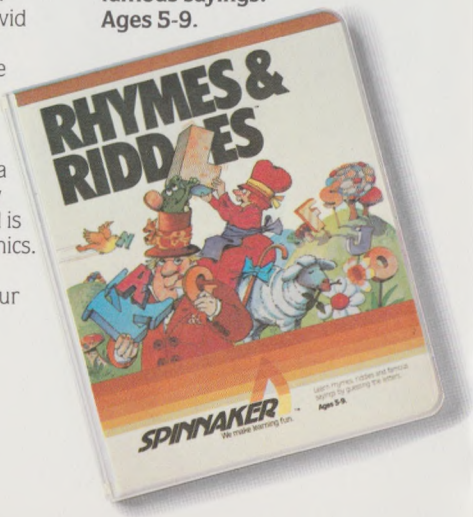
In the first game, NURSERY RHYMES, the computer shows blank spaces for the first line of a well-known nursery rhyme. As the child completes the first line, the second line of blank spaces appears. When all four lines are completed correctly, the computer shows the rhyme with vivid color graphics and music.

In RIDDLES, your child is asked to complete a joke or a riddle by guessing the punch line and filling in the blank spaces. There are over 100 riddles in all.

FAMOUS SAYINGS presents the child with a famous saying (e.g. "A penny saved is a penny earned"). When correctly completed, the child is again rewarded with music and colorful graphics.

RHYMES & RIDDLES will provide hours and hours of fun and educational value for your children.

Educational Value: RHYMES & RIDDLES helps children learn reading and spelling by associating specific letters to words they already know. Children also learn the location of letters on the keyboard and the correct lyrics to nursery rhymes and famous sayings.
Ages 5-9.



DO YOU WANT TO PLAY AGAIN ?
PRESS 'Y' OR 'N'
ROW, ROW, ROW YOUR BOAT
GENTLY DOWN THE STREAM.
MERRILY, MERRILY, MERRILY, MERRILY,
LIFE IS BUT A DREAM.

DISKS FOR: Apple, Atari, IBM, Commodore 64

Delta Learning Series

DELTA DRAWING™

Learning Program

Educational Value: DELTA DRAWING provides an easy and friendly introduction to computer learning, helps build an understanding of programming concepts and procedural thinking, and encourages children to exercise their creativity.
Ages 4-Adult

DELTA DRAWING Learning Program is the perfect computer program for kids of all ages – even if they've never used a computer before.

Because DELTA DRAWING lets kids have fun drawing and coloring, and at the same time, lets them learn computer programming concepts. It's simple, clear and easy-to-use.

With DELTA DRAWING you use single key commands to create a picture. Press D to draw, press R to move right. And, as you draw, DELTA DRAWING keeps track of every command. So, you can easily switch from your picture to the list of commands (a program!) that you've used to draw it. With DELTA DRAWING, you begin by drawing pictures that produce computer programs, but soon you can learn to write programs that draw pictures.

Drawings can be saved, and printed, if you have a printer with graphics capability.

DELTA DRAWING comes with an easy-to-follow manual that gets first time users started quickly. And also provides additional instructions for more advanced users.

DISKS FOR: Apple, Atari, IBM
CARTRIDGES FOR: Atari, Commodore 64

IN SEARCH OF THE MOST AMAZING THING™

The Most Amazing Thing is out there somewhere. Finding it won't be easy.

But relax, you'll have the help of your uncle Smoke Bailey. He'll give you a B-liner (sort of a cross between a hot air balloon and a dune buggy) to use on your journey. You'll have to learn how to fly the B-liner and navigate it through storms and fog. But before you do anything, you'll have to talk to Smoke. He'll tell you about the Mire People and the strange language that they speak. He'll also tell you to avoid the dangerous Mire Crabs and how to get fuel for the B-liner.

You'll visit the Metallican Auction where you'll trade with the aliens for valuable chips. You'll use these chips to buy things you'll need for your trip. Plus you'll learn how to fly over a planet using your jetpack.

This game includes Jim Morrow's new novel The Adventures of Smoke Bailey.* So you can have hours of fun playing the game or reading the book.

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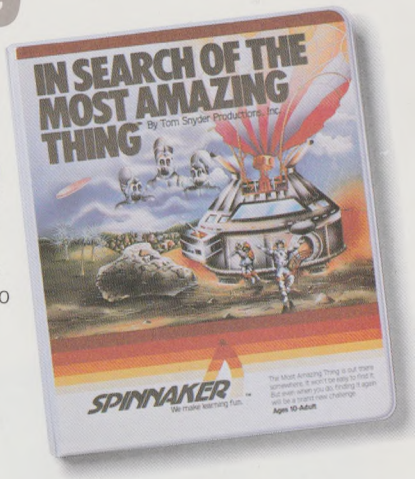
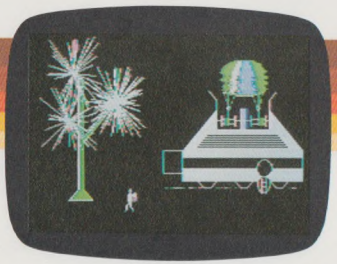


Educational Value: Encourages problem-solving through trial and error; sharpens your ability to estimate, predict and manipulate numerical quantities; and enhances awareness of distances, direction and time. Ages 10-Adult.

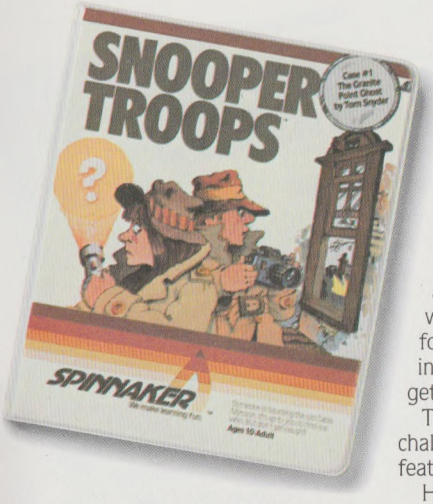


DISKS FOR: Apple, Atari, IBM, Commodore 64

Learning Adventure Series

SNOOPER TROOPS™

CASE #1



Someone is trying to scare the Kim family right out of their new home. But who? And why?

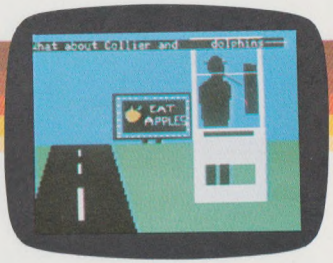
As a Snooper Trooper, your job is to find out. But it will take some daring detective work. You'll have to question witnesses, uncover background information, and even search dark houses to find the facts.

The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

The Granite Point Ghost offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

How long will it take you to solve the case?

Educational Value: SNOOPER TROOPS detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills. Ages 10-Adult.



DISKS FOR: Apple, Atari, IBM, Commodore 64

Learning Adventure Series

SNOOPER TROOPS™

CASE #2

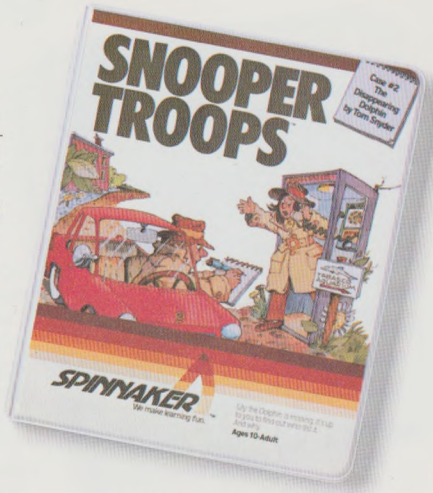
Someone stole Lily the Dolphin from the Tabasco Aquarium. But who? And why?

As a Snooper Trooper, your job is to find out. But it won't be easy. You'll have to question suspects, talk to mysterious agents and even crawl through basements to get the facts.

The computer program provides you with all the equipment you'll need: a SnoopMobile, a wrist radio, the SnoopNet computer, a camera for taking Snoopshots, and a notebook for keeping track of the information you uncover as you get closer to solving the mystery.

The Disappearing Dolphin offers children the challenge and excitement of solving a mystery and features full color graphics and sound.

Can you find out who stole Lily?



Educational Value: SNOOPER TROOPS detective games help children learn to take notes, draw maps, classify and organize information, and help develop vocabulary and reasoning skills. Ages 10-Adult.

DISKS FOR: Apple, Atari, IBM, Commodore 64

Spinnaker family of learning games.

	DISK				CARTRIDGE		
	APPLE II + /IIe	ATARI 400/600/ 800/1200XL	IBM PC	COMMODORE 64	ATARI 400/600/ 800/1200XL	COMMODORE 64	AGE GROUP
Early Learning Series							
KINDERCOMP™	X	X	X	X	X	X	3-8 years
ALPHABET ZOO™	*	*	*	*	X	X	3-8 years
KIDS ON KEYS™		*		*	X	X	3-9 years
HEY DIDDLE DIDDLE™	X	X	X	X			3-10 years
FACEMAKER™	X	X	X	X	X	X	4-12 years
STORY MACHINE™	X	X	X		X	X	5-9 years
RHYMES & RIDDLES™	X	X	X	*			5-9 years
Delta Learning Series							
DELTA DRAWING™ LEARNING PROGRAM	X	*	*		X	X	4-Adult
Learning Adventure Series							
IN SEARCH OF THE MOST AMAZING THING™	X	X	X	*			10-Adult
SNOOPER TROOPS 1™	X	X	X	*			10-Adult
SNOOPER TROOPS 2™	X	X	X	*			10-Adult
Other Spinnaker products which are available on cartridge for Atari and Commodore 64:							
FRACTION FEVER™					X	X	7-Adult
DELTA MUSIC™ LEARNING PROGRAM					X	X	8-Adult
UP FOR GRABS™					X	X	8-Adult
COSMIC LIFE™					X	X	8-Adult

X = Available * = Available soon

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